

16. The gaming machine of claim **1**, wherein the master gaming controller is further designed or configured to receive from a remote device at least a portion of the content of the first video data and at least a portion of the content of the second video data wherein the first video data and the second video data are configured for simultaneous output on the first video display device and second video display device.

17. The gaming machine of claim **16**, wherein the master gaming controller is further designed or configured to check whether the portion of the content of the first video data and the portion of the content of the second video data are both completely received before allowing the first video including the portion of the content and the second video data including the portion of the content to be output.

18. The gaming machine of claim **16**, wherein the remote device is the remote host.

19. The gaming machine of claim **1**, wherein the master gaming controller is further designed or configured to receive from a remote device a stream of the first video and a stream of the second video data meant for synchronized display on the first video display device and the second video display device.

20. The gaming machine of claim **19**, wherein the master gaming controller is further designed or configured to check that the stream of the first video data and the stream of the second video data are synchronized.

21. The gaming machine of claim **19**, a memory for providing a buffer of the stream of the first video data and the stream of the second video data.

22. The gaming machine of claim **1**, wherein the master gaming controller is further designed or configured to monitor at least one gaming machine resource utilized by the first process and to prevent the first process from utilizing more than a limited amount of the at least one gaming resource.

23. The gaming machine of claim **1**, where the at least one gaming machine resource is selected from the group consisting of CPU usage, memory usage, graphics processing usage, network bandwidth usage, sound card usage, video card usage, power usage and peripheral device usage.

24. The gaming machine of claim **1**, wherein the master gaming controller is further operable to send information to the remote host indicating an amount of one or more gaming machine resources that the first process is allowed to utilize while it is generated on the gaming device.

25. The gaming machine of claim **1**, wherein the master gaming controller is further designed or configured to receive a download of the commands, the instructions, the data or the combinations thereof, while the wager-based reel game of chance is being played and wherein the download changes one or more of the content of the first video data, the content of the second video data or combinations thereof.

26. The gaming machine of claim **1**, wherein the master gaming controller is further designed or configured to receive a download of the commands, the instructions, the data or the combinations thereof, while the wager-based reel game of chance is being played and wherein the download changes only the content of the first video data.

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